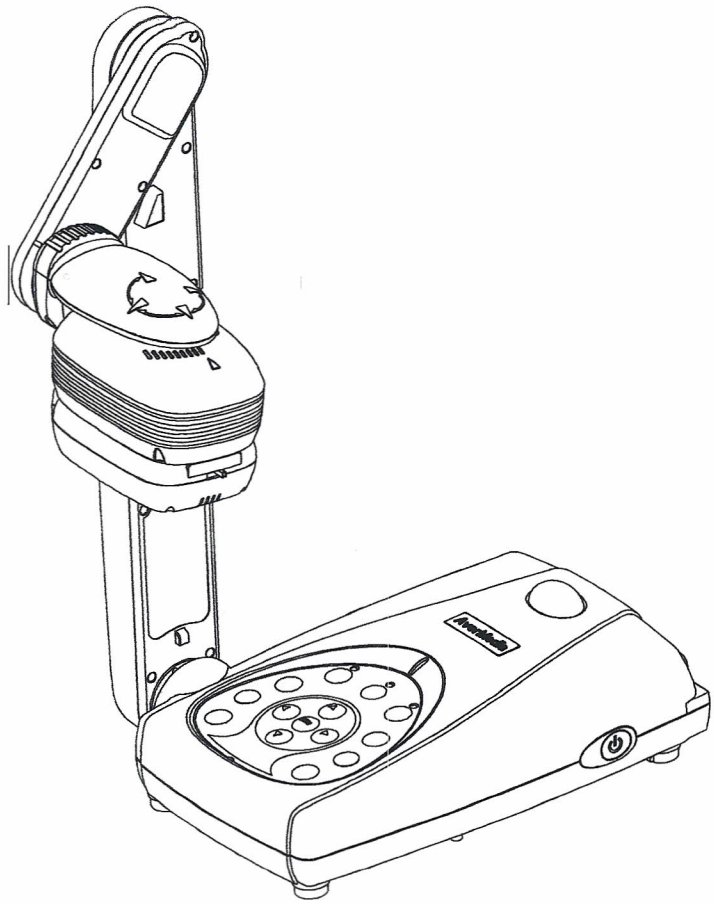
AVerMedia® AVerVision300AF

User Manual



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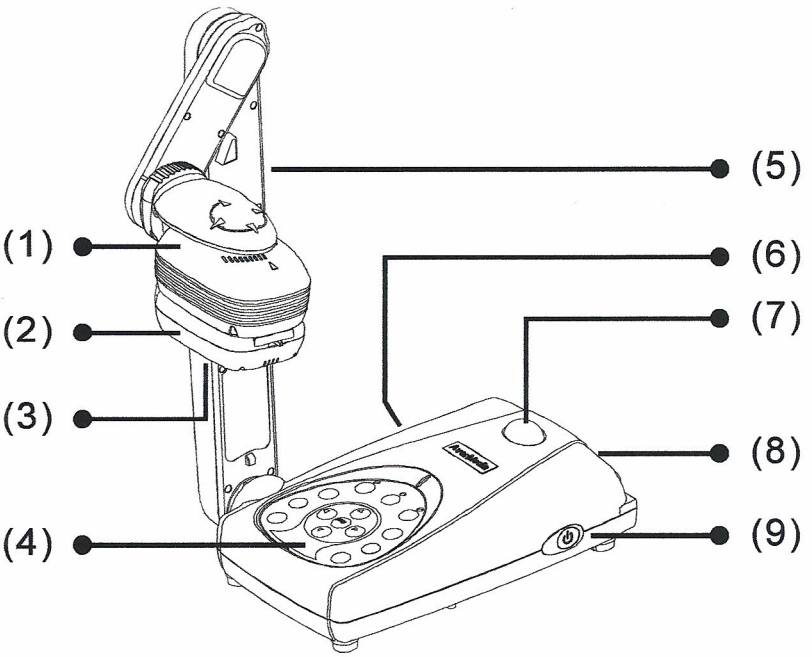
Digital Document Camera

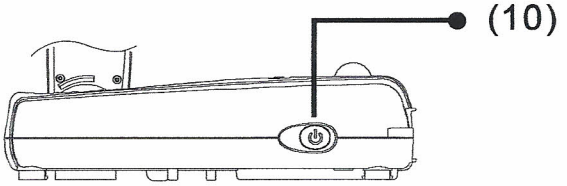
AVerVision300AF Parts

The illustrations below identify the parts of AVerVision300AF.

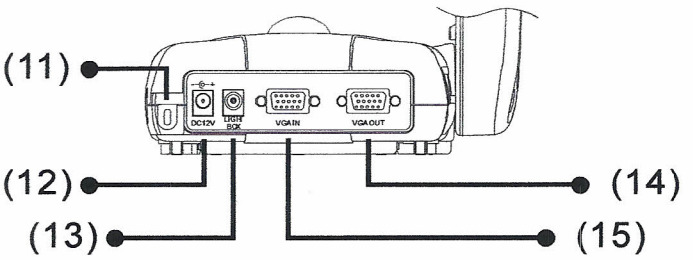
(1) Camera head
(2) LED light module
(3) Camera lens
(4) Control panel
(5) Arm
(6) Left panel
(7) IR sensor
(8) Rear panel
(9) Right panel
(10) Power button
(11) Security slot
(12) DC 12V port
(13) Light box power port
(14) VGA output port
(15) VGA input port
(16) S-Video output port
(17) Composite video output port
(18) TV/RGB display switch
(19) DVI output port
(20) USB port



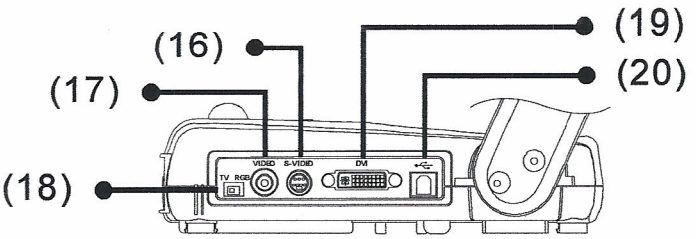
Right Panel



Rear Panel



Left Panel



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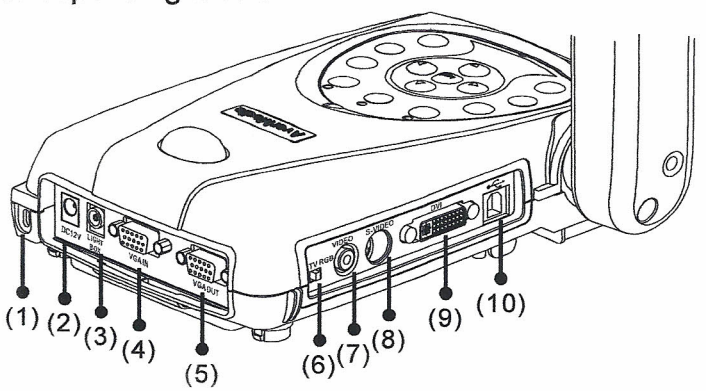
Making the Connections

The ports on the back and side panel of the AVerVision300AF enable you to connect the unit to a computer, graphics display monitor or LCD/DLP projector, TV or other device. Illustrated below are the ports that are located at the back and side panel of the AVerVision300AF with their corresponding labels.

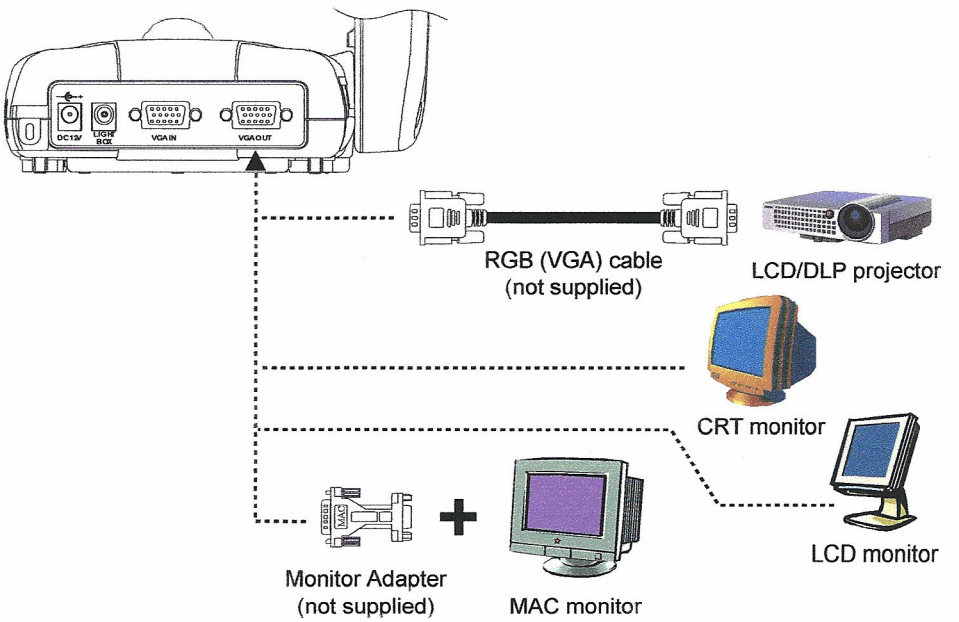


Port	Description
(1) Antitheft Slot	Attach a Kensington compatible security lock or antitheft device.
(2) DC 12V (input)	Connect the power adapter into this port.
(3) Light Box Port	Plug the optional light box into this port.
(4) VGA IN Port	Input RGB signal from a computer or other sources and actively pass it through to the VGA output port only. Connect this port to the VGA output port of the computer.
(5) VGA OUT Port	Output RGB signal from the camera, VGA input port, or the captured images from the memory on a VGA/Mac monitor or LCD/DLP projector.
(6) TV/RGB Switch	Set to select the between RGB (VGA Out) or TV (Composite Video/S-Video Out) display output.
(7) VIDEO Port (RCA/Composite)	Output the signal from the camera or the captured images from the built-in memory on TV or video equipment.
(8) S-VIDEO Port	Output the signal from the camera or the captured images from the memory on TV or video equipment.
(9) DVI Port	Output video signal from the camera, or the captured images from the memory on an LCD monitor or LCD/DLP projector with DVI interface.
(10) USB Port	Use AVerVision300AF as a USB Camera or Image Download allowing you to transfer the captured images to and from the AVerVision300AF built-in memory and PC.

Connecting a VGA, Mac Display Monitor or LCD/DLP Projector

Locate the RGB (VGA) input port of the display device. If you are not sure, please refer to the user manual of the device.

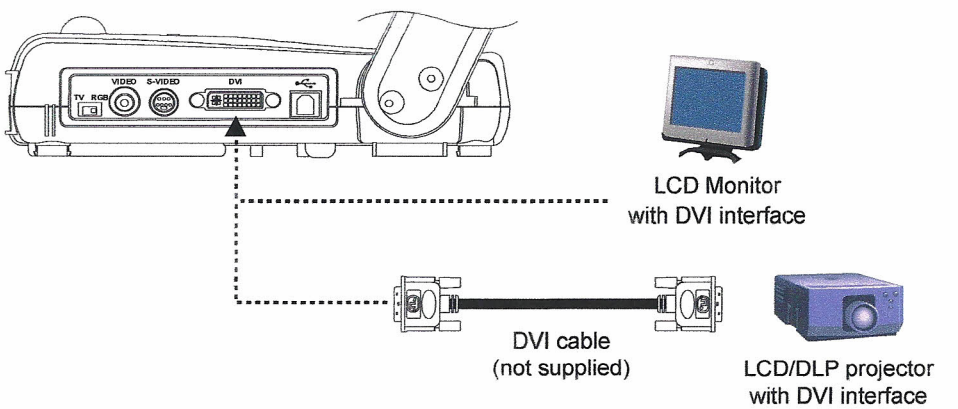
Make sure the TV/RBG switch is set to RGB.



Connecting a VGA Monitor or LCD/DLP Projector with DVI interface

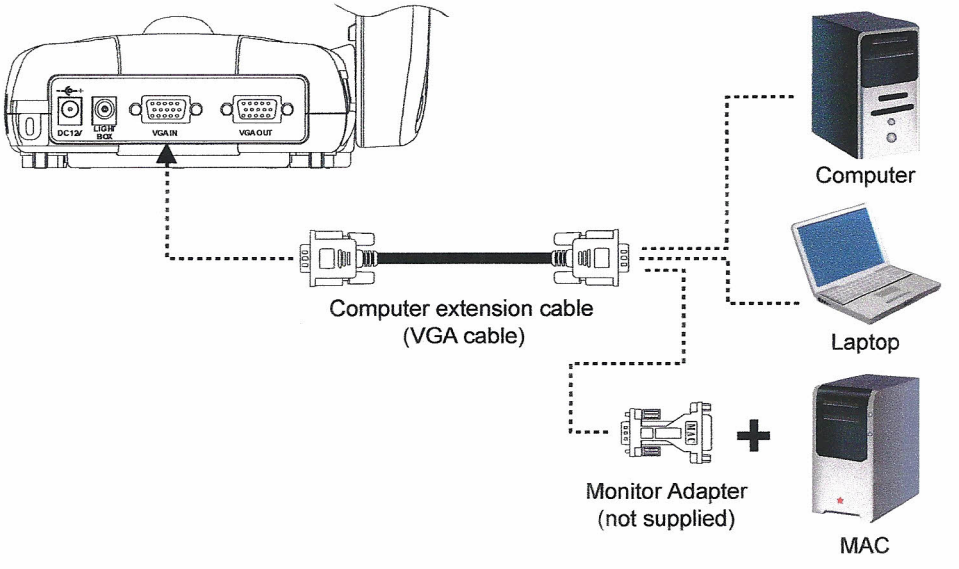
Locate the DVI input port of the display device. If you are not sure, please refer to the user manual of the device.

Make sure the TV/RBG switch is set to RGB.



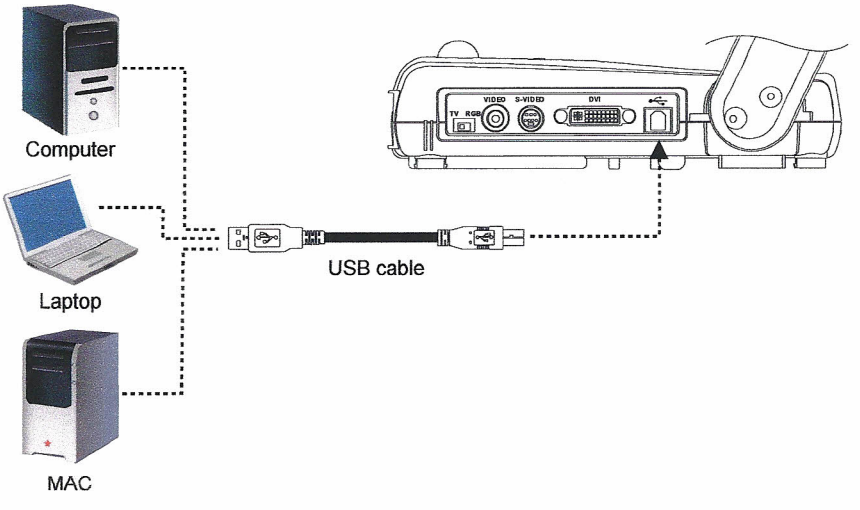
Connecting an IBM Compatible PC or Macintosh Computer

Locate the RGB video output port of the computer or laptop to display your PC presentation on screen. AVerVision300AF supports active pass-thru connectivity, wherein the video signal from the VGA input port is continuously streamed to VGA output port and displayed on screen even when the AVerVision300AF is turned off.



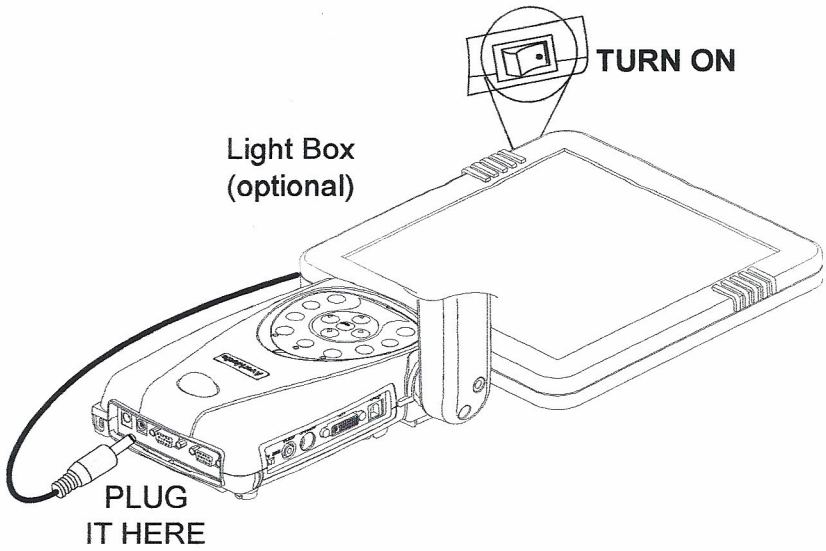
Connecting a Computer via USB Connection

Locate the USB port of the computer or laptop. This enables you to use AVerVision300AF as a USB Camera or to transfer the captured images from the built-in memory to your computer. Also see "Transfer Image from AVerVision300AF to PC" and refer to the bundled software user guide in the CD.



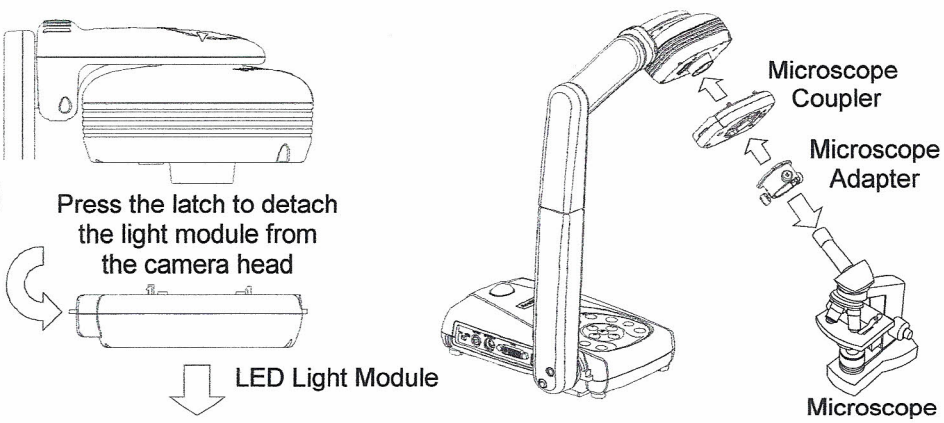
Installing the Optional Light Box

Connecting an optional light box enables you to view x-rays, transparencies and negative slides.



Connecting to a Microscope

Connecting the AVerVision300AF to a microscope enables you to examine microscopic objects on a big screen without straining your eyes.

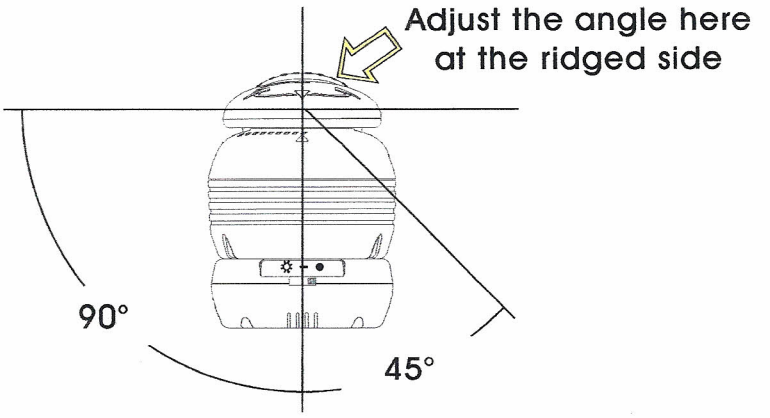


Setting Up AVerVision300AF

This section provides useful tips on how to adjust the AVerVision300AF to meet your needs.

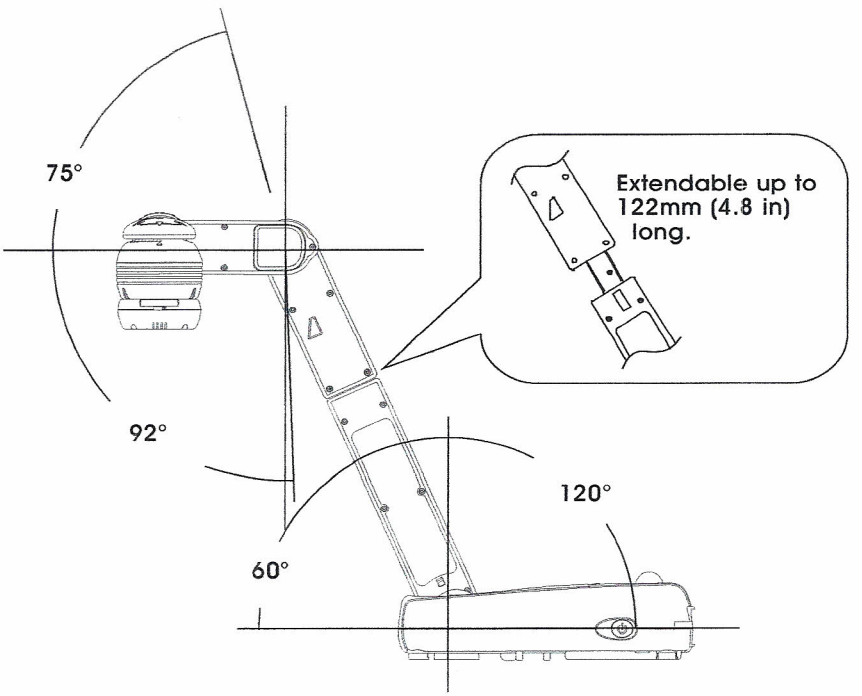
Camera Head

The camera head can be rotated 135 degrees from left to right. You can also manually adjust the focus from here to improve the quality of the pictures.



Mechanical Arm

The mechanical arm design allows you to project an image to its full height for full A4 paper landscape viewing.



Function	Description
(6) FREEZE	Toggle to pause or resume the display image. (camera mode only)
(7) AUTO FOCUS	Adjust the focus automatically.
(8) MENU	Pull up and exit the OSD main-menu and sub-menu.
(9) ZOOM +/ -	Zoom in and zoom out the picture digitally in Playback mode. When it reaches the maximum AVERZOOM level of about 200%, you can still continue to digitally zoom in the image up to 1600%.
(10) ▲ ▼ ◄ ►	- Pan the mage to the left, right, up, down when zoom in mode. - Make a selection on the main menu and sub-menu. (See Menu Functions, for more details) - Make a selection in 16-thumbnail images and press to view the selected image.

LED Panel

The LED on the front panel of AVerVision300AF indicates the status of the unit.

Color	Description
Green	The unit is operated with VGA output.
Orange	The unit is operated with TV output
Red	The unit is in standby mode.

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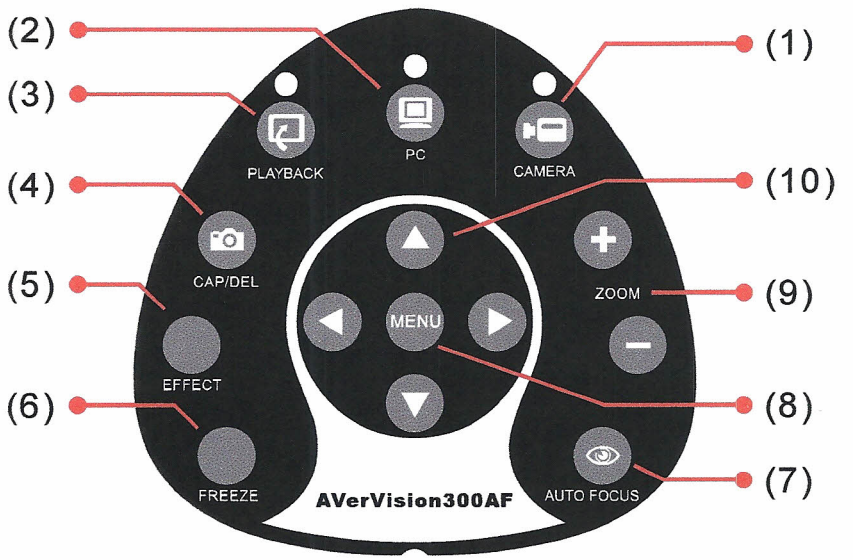
Name	Button	Function
(17) CAPTURE	CAPTURE	Capture a still image. The captured image is saved in the built-in memory at 1024 x 768 resolution.
(19) MIRROR	MIRROR	Flip the image in Camera mode.
(20) DELETE	DEL	Remove the selected picture from the built-in memory permanently in Playback mode.

Touch Button Control Panel

The touch button control panel located on the top side of the AVerVision300AF provides quick access to commonly used functions.

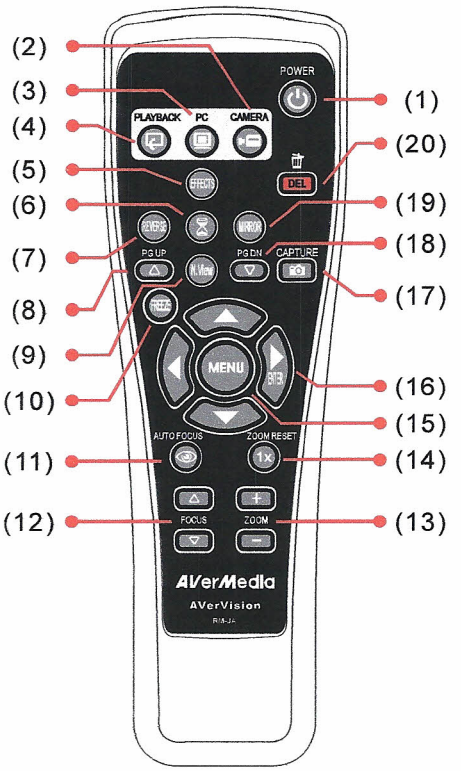


Function	*Description*
(1) CAMERA MODE	Display image from the document camera.
(2) PC MODE	Display video signal from the RGB input port.
(3) PLAYBACK MODE	Display captured images from the built-in memory in either 16-thumbnail mode or full screen mode.
(4) CAP/DEL	Capture a still image. The captured image is saved in the built-in memory at 1024 x 768 resolution. Remove the selected picture from the built-in memory permanently in Playback mode.
(5) EFFECT	Change live image in BW, Negative or Color. (camera mode only)

Name	Button	Function
(6) TIMER		Display, start and hide the on-screen display timer. (See Timer Function for more details)
(7) REVERSE		Rotate the image by 180°. (camera mode only)
(8 & 18) PAGE UP/ DOWN		Display previous and next set of 16-thumbnail images.
(9) NIGHT VIEW		Turn on/off Night View. Use Night View when you are presenting in a low-light condition. The display image appears in low frame rate.
(10) FREEZE		Toggle to pause or resume the display image. (camera mode only)
(11) AUTO FOCUS		Adjust the focus automatically.
(12) FOCUS △ / ▽		Adjust the focus manually.
(13) ZOOM +/ -		Zoom in and zoom out the picture digitally in Playback mode. When it reaches the maximum AVERZOOM level of about 200%, you can still continue to digitally zoom in the image up to 1600%.
(14) ZOOM RESET		Return to normal view (1x).
(15) MENU		Pull up and exit the OSD main-menu and sub-menu.
(16) ▲ ▼ ◄ (► ENTER)		- Pan the mage to the left, right, up, down when zoom in mode. - Make a selection on the main menu and sub-menu. (See Menu Functions, for more details) - Make a selection in 16-thumbnail images and press to view the selected image.

Using the Infrared Remote Control

Use the AVerVision300AF Remote Control to enhance your presentation, switch between (3) three presentation modes and access various features. To use the remote control, first insert the batteries (2 size "AAA" batteries are provided) into the battery compartment at the back of the remote. Use the figure and descriptions below to help you use the remote control.



Name	Button	Function
(1) POWER		Turn the unit on/off.
(2) CAMERA MODE		Display image from the document camera.
(3) PC MODE		Display video signal from the RGB input port.
(4) PLAYBACK MODE		Display captured images from the built-in memory in either 16-thumbnail mode or full screen mode.
(5) EFFECTS		Change live image in BW, Negative or Color. (camera mode only)